When you choose an initial dispersion greater than zero, you run the risk of having one of your units placed right next to a unit of another nation. When that happens, you are at war and cannot make peace - "Diplomacy - Meet" is clickable but it produces no diplomacy screen. So you are perpetually at war with that nation (until one or other of you is eliminated).

I hope someone can fix this bug. To see it in action, choose a small map and large number of nations and maximum dispersion (10).

I've reproduced the inability to get a treaty screen in a single-player game. I think the problem might be that AI already initiated diplomacy (offering a cease-fire) but it was too early for the client, or something; saving and reloading, the client pops up diplomacy dialogs.

At the time the client receives PACKET_DIPLOMACY_INIT_MEETING and calls popup_diplomacy_dialog(), can_client_issue_orders() is returning FALSE, because client_state() is still C_S_PREPARING, because PACKET_START_PHASE (which puts the client into C_S_RUNNING) isn't received until later.

(There are a number of things which seem to go wrong like this at game start -- messages that would normally appear on the Messages tab appearing in the chat log, etc. Does the client need to go to C_S_RUNNING earlier?)

If the server thinks there's already a treaty when the client sends it INIT_MEETING_REQ (which is what the "Meet" button does), via find_treaty(), it just does nothing (in handle_diplomacy_init_meeting_req()).

I think the call stack for initiation of the problematic treaties will be

init_new_game
place_starting_unit
create_unit
create_unit_full
maybe_make_contact
make_contact
call_first_contact
dai_diplomacy_first_contact
dai_diplomacy_suggest
- Category set to Server
- Status changed from New to Resolved
- Sprint/Milestone set to 2.6.4

#7 - 2021-03-05 01:15 AM - Marko Lindqvist
- Status changed from Resolved to Closed
- Assignee set to Marko Lindqvist

Files

<table>
<thead>
<tr>
<th>File Name</th>
<th>Size</th>
<th>Date</th>
<th>Author</th>
</tr>
</thead>
<tbody>
<tr>
<td>0020-Send-meetings-opened-by-AI-players-met-thanks-to-dis.patch</td>
<td>2.04 KB</td>
<td>2021-03-02</td>
<td>Marko Lindqvist</td>
</tr>
<tr>
<td>0012-Send-meetings-opened-by-AI-players-met-thanks-to-dis.patch</td>
<td>2.04 KB</td>
<td>2021-03-02</td>
<td>Marko Lindqvist</td>
</tr>
</tbody>
</table>